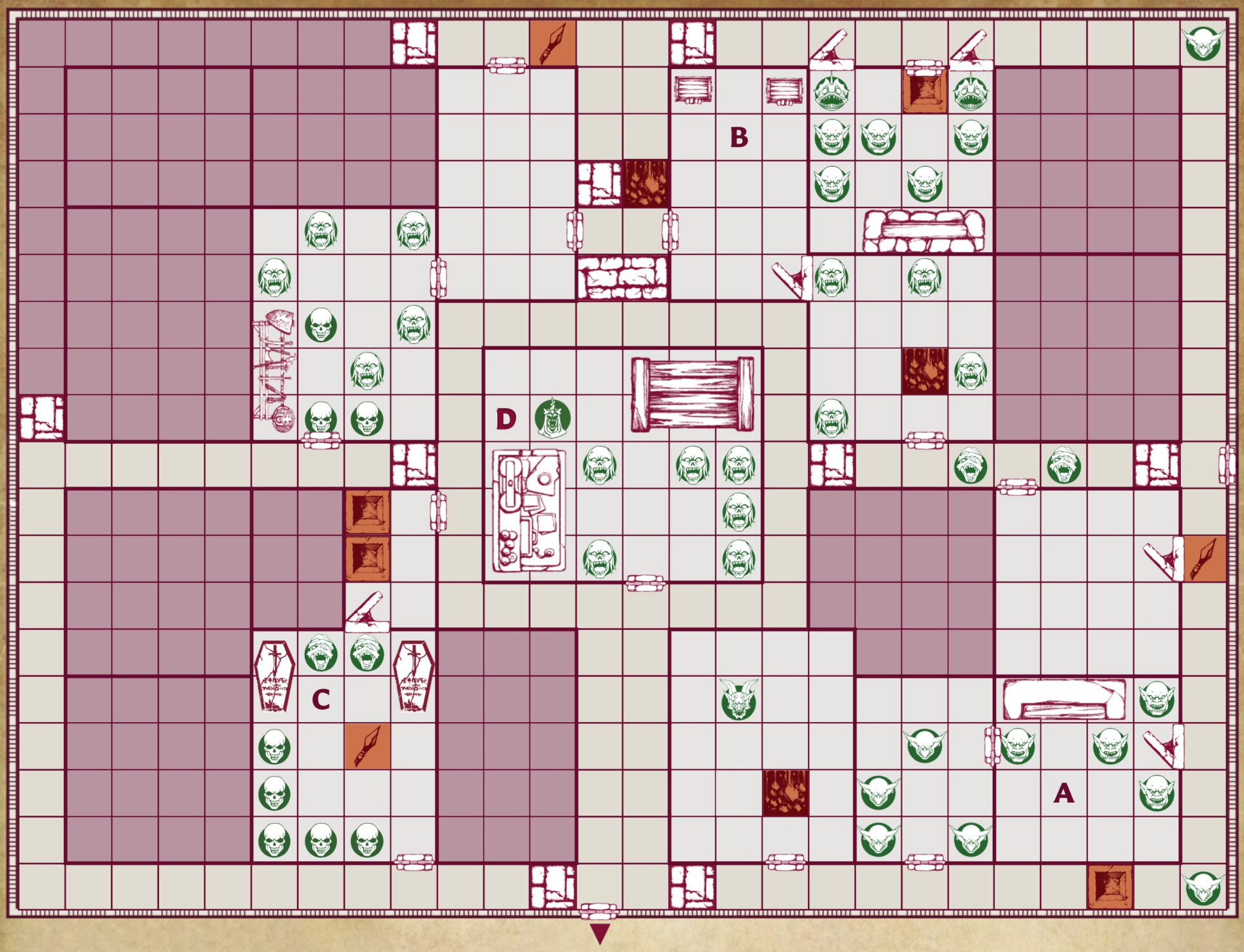
HeroQuest

14+ | F4543 | 2-5

The Plague of Zombies

Requires HeroQuest Game System to play.

A Quest created by Steve Baker and completed with his notes



The Plague of Zombies

"The peaceful farmlands of the Empire have been disturbed by a growing tide of attacks by undead creatures. The source of this evil is in a series of caves in the highlands. Now you must enter the caverns to find and destroy the source of this evil undead plague."

NOTES

The increase in recent Undead activity is due to a Dread Sorcerer known as the Deathmaster. He has learned many powerfull spells allowing him to raise and control the dead, and plans to use these to damage the food sources of the accursed Emperor's armies. The Deathmaster's power is spread throughout the caverns and therefore if any living creature (i.e. not a Zombie, Skeleton or Mummy) is killed in the caves, Zargon may replace it with an active Zombie or Skeleton provided he has enough miniatures.
This rule includes adventurers.
Any undead which are killed remain inactive.

A. These four Orcs are all armed with bows as well as normal weapons and thus may use ranged attacks with their normal attack dice.

B. If any player checks these chests for traps they will find none. However, if the left hand chest is opened the adventurer who does so will be magically transported to room C.

D. This is the Deathmaster.
He knows the following spells: *Summon Undead, Fear and Ball of Flame.*
He has the following stats:

MOVE	ATTACK	DEFEND	BODY	MIND
8	5*	3*	4	6

* When the Deathmaster attacks, roll four dice. The 5th dice is always to be considered skull. When the Deathmaster makes a defense roll and gets at least one Black Shield, he automatically saves all attack. When defeated, the Sorcerer is replaced with the strongest undead miniature available.

Wandering monster in this quest: Orc

Noru90 and Legolas777

Completed with notes written in December 2023 provided by

Steve Baker

maker of

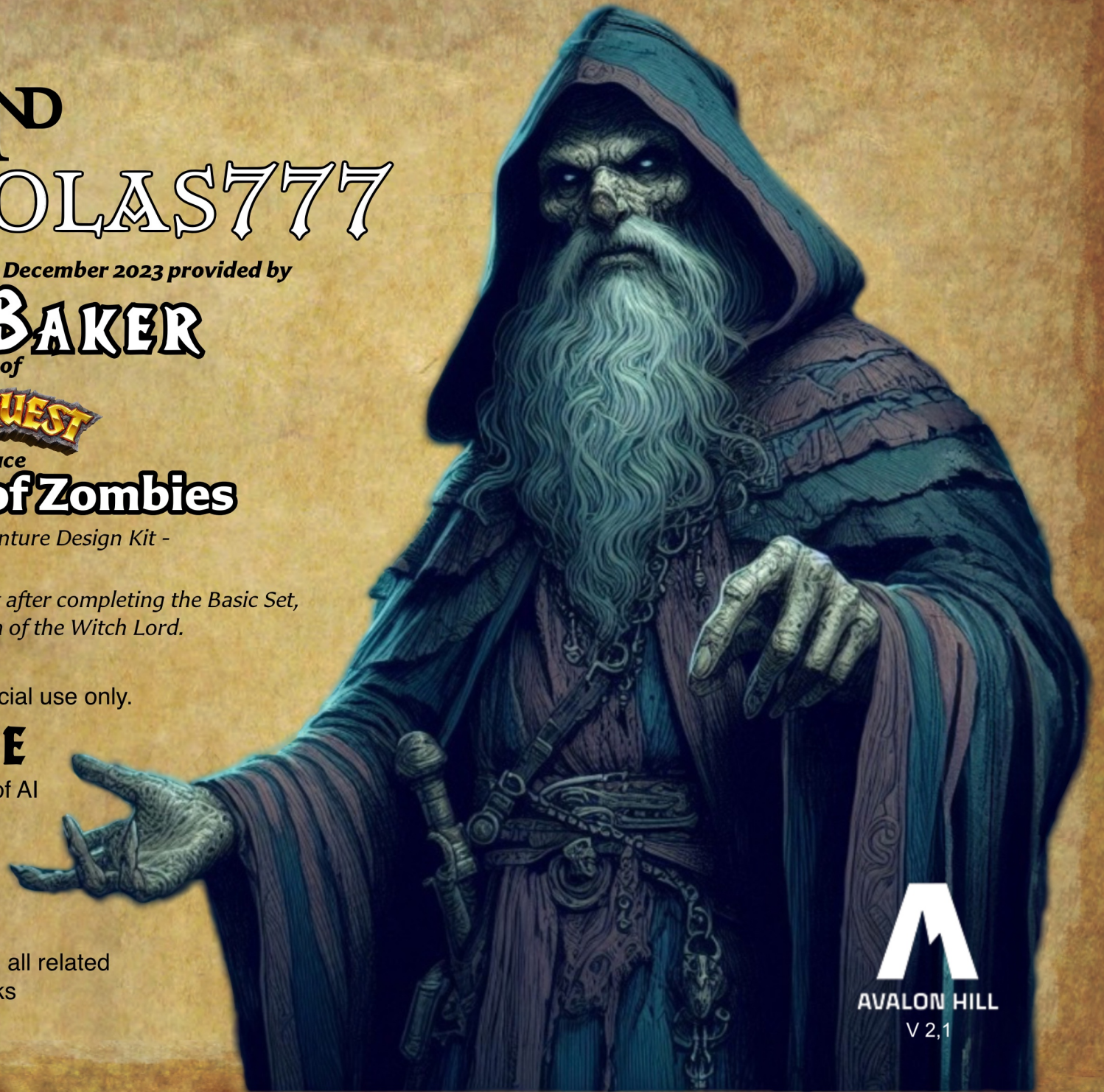
HeroQuest

introduce

The Plague of Zombies

- Taken from the Adventure Design Kit -

It is recommended to play this quest after completing the Basic Set, Kellar's Keep and Return of the Witch Lord.



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Translation, layout and adaptation:
Noru90 & Gennaro Vitrone

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